

Fig 1. Stimulus-reaction Set Interactivity matrix

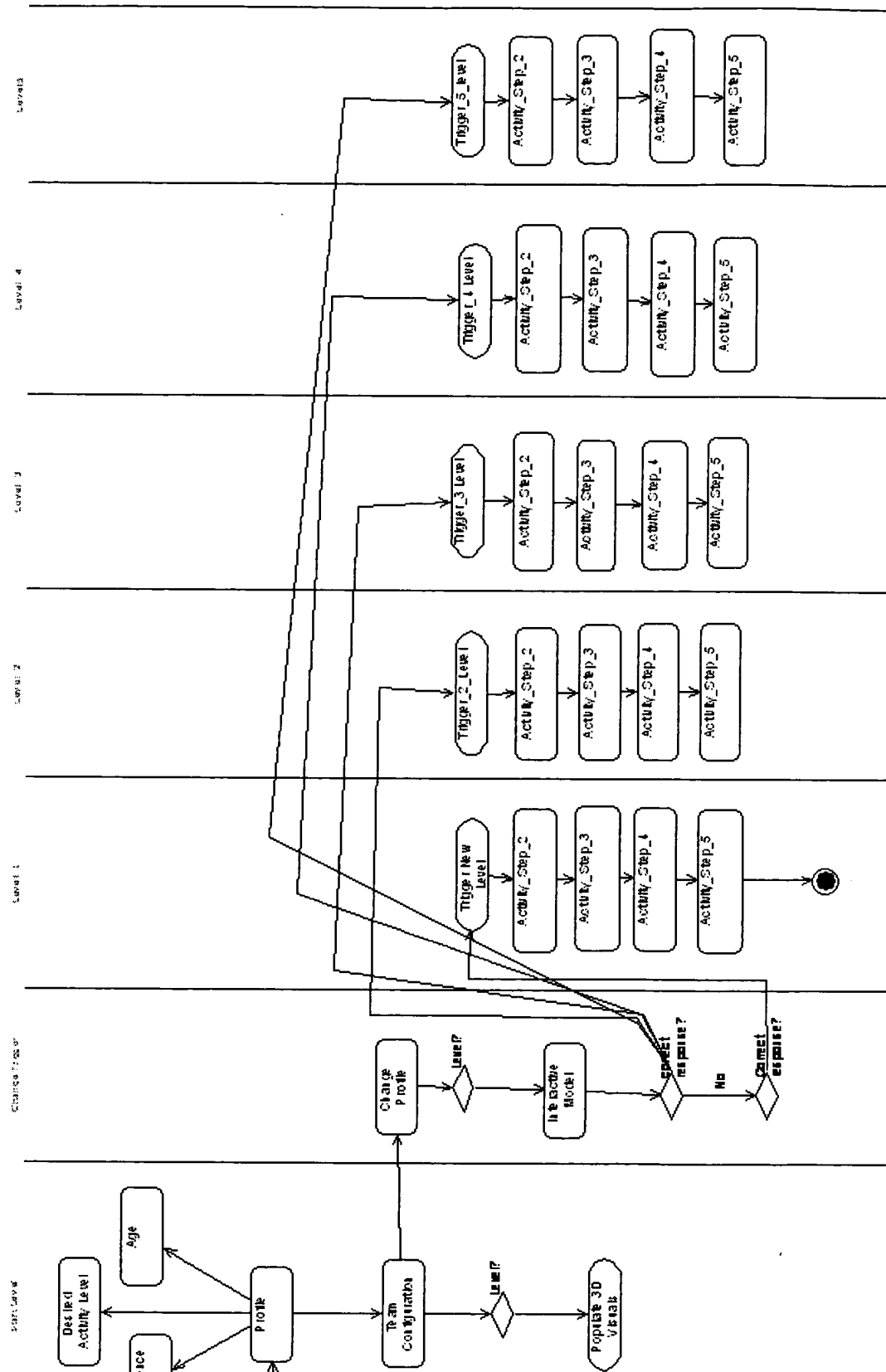
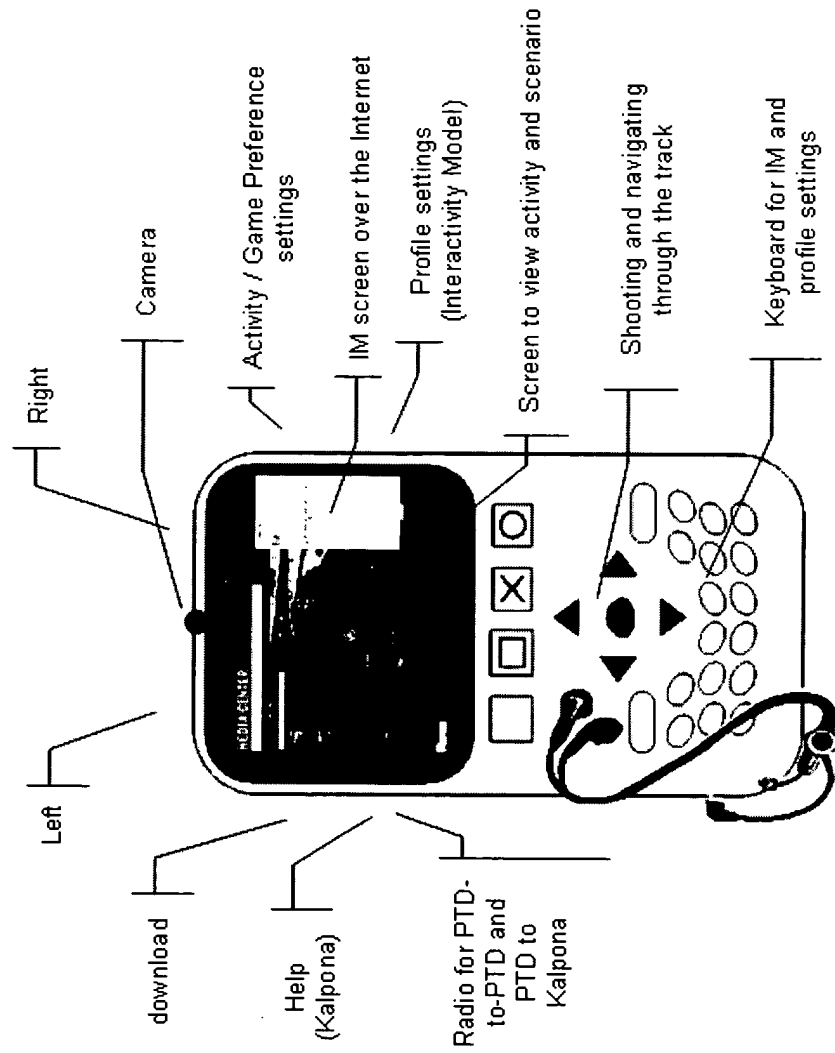


Figure 2: The Interactive device that Performers Carry as PDT.

## Personal Trigger Device



Most Available Com.

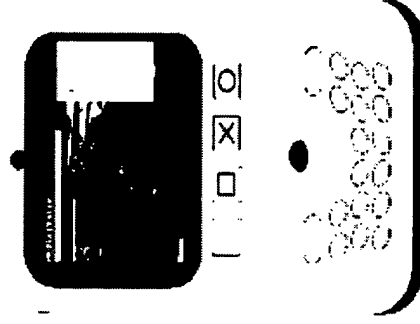
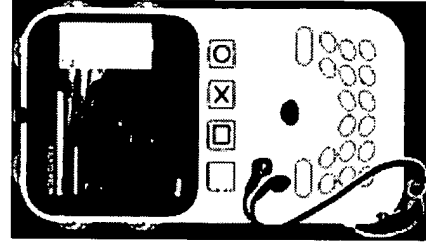


Figure 3: The Configuration of between Physical Object and interactive 3D simulated environment.

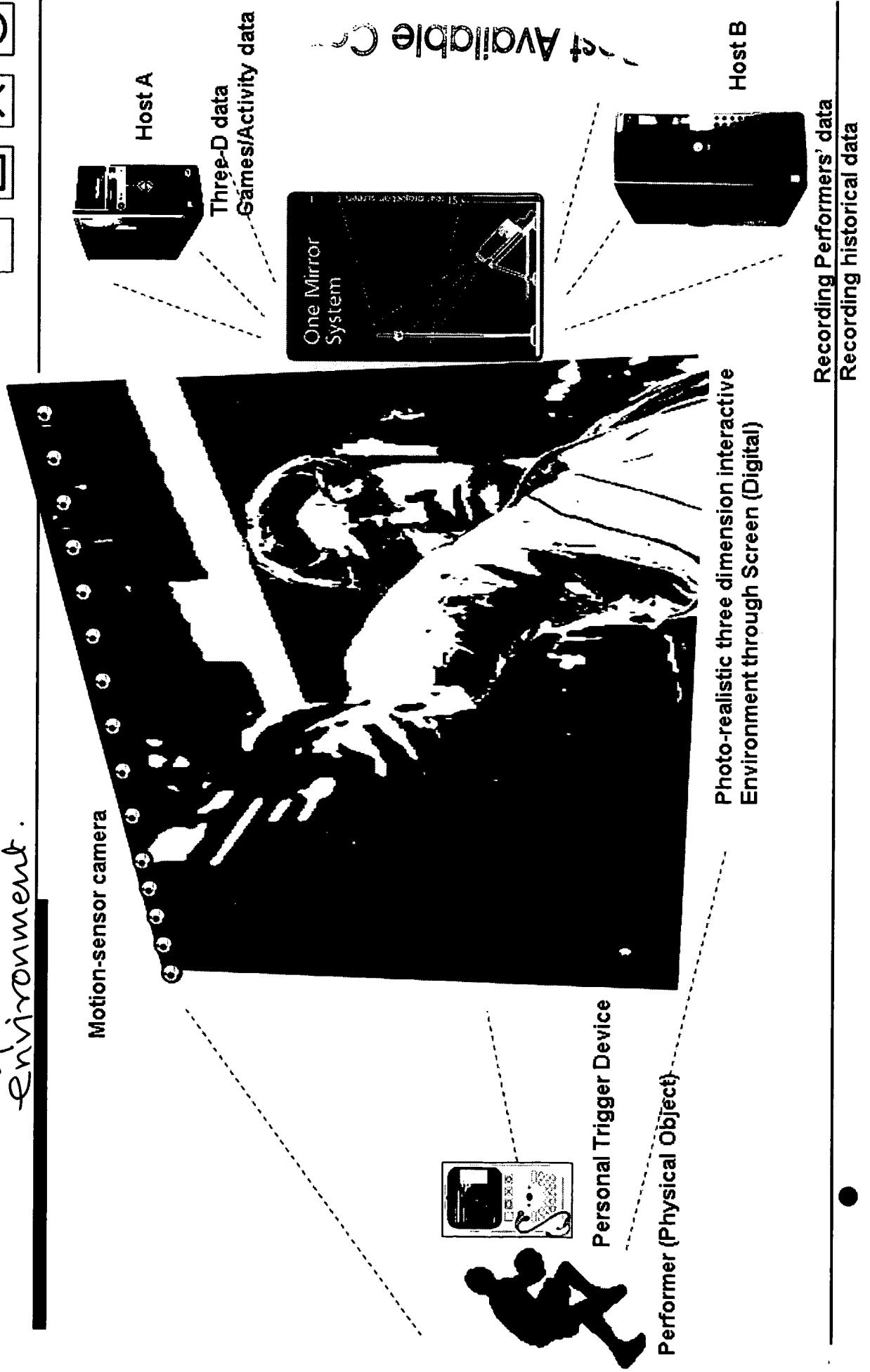
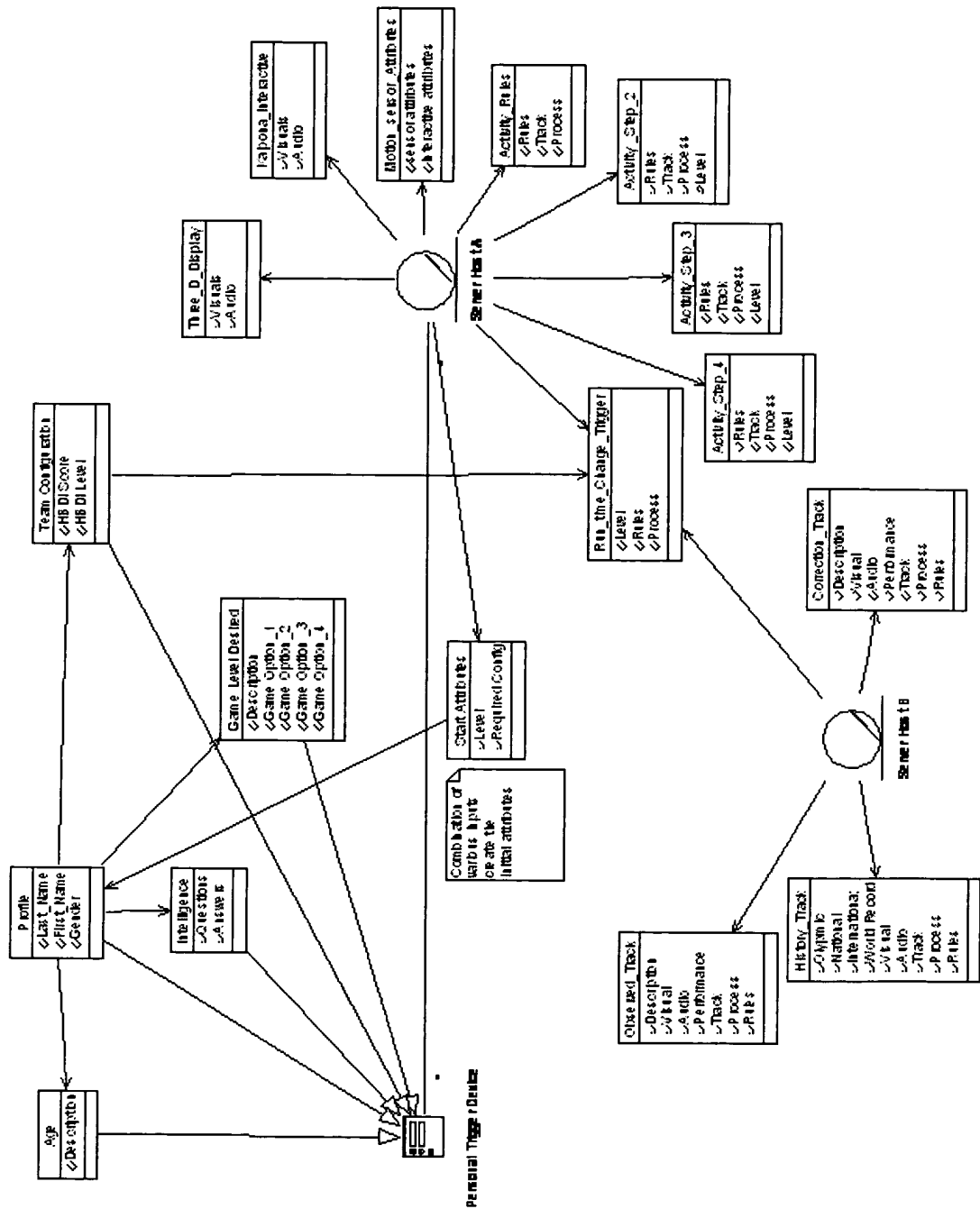


Figure 4: The sample data Configuration between PDT and Host A and Host B.



Test Available Copy

Figure 5: The interactivity between the physical objects and 3D simulated environment with (Kalpona) determining the matrix model and next step in the game

□ □ × ○

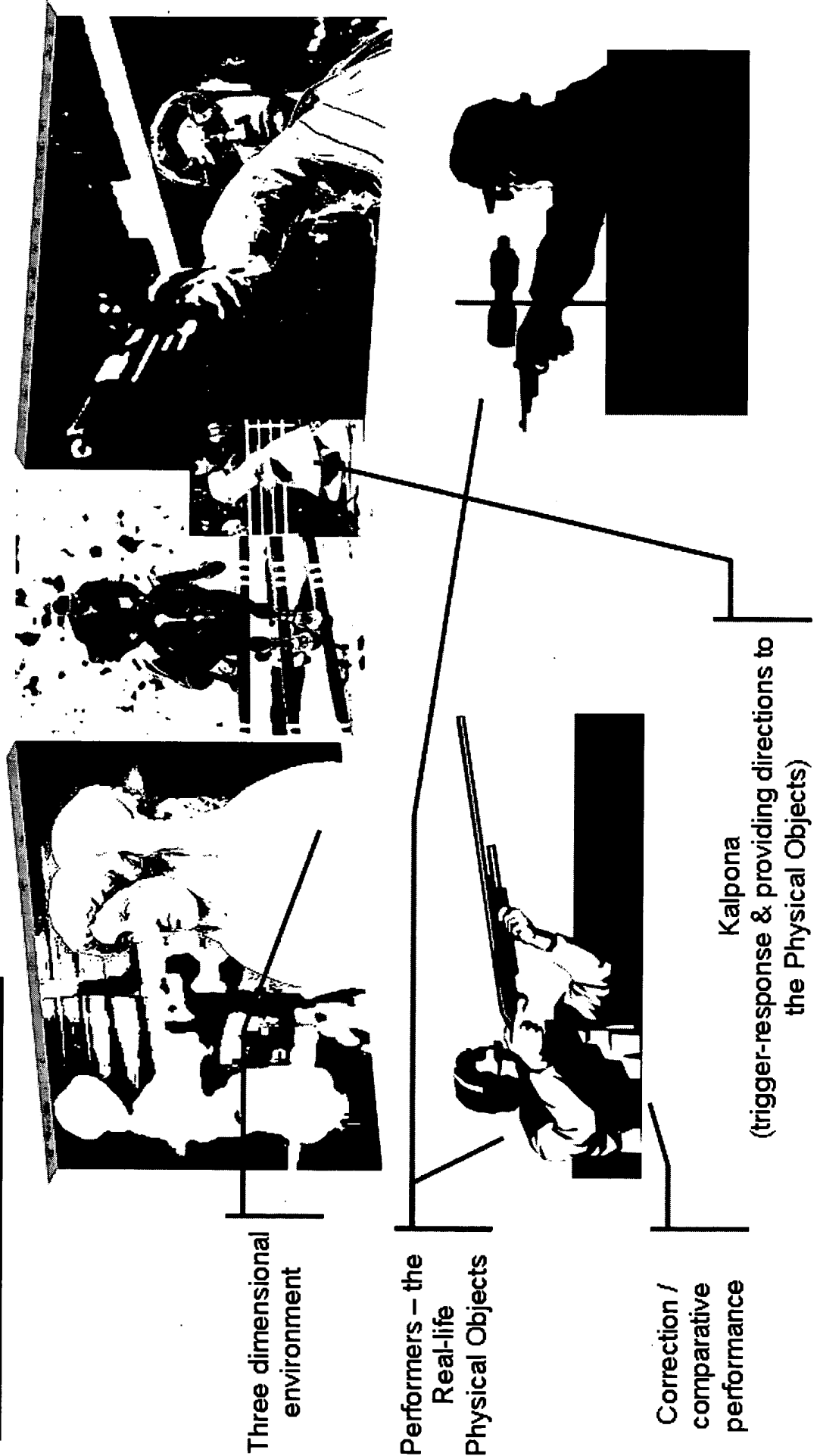


Figure 6: The next Step in the game based on profile and matrix of interactivity model

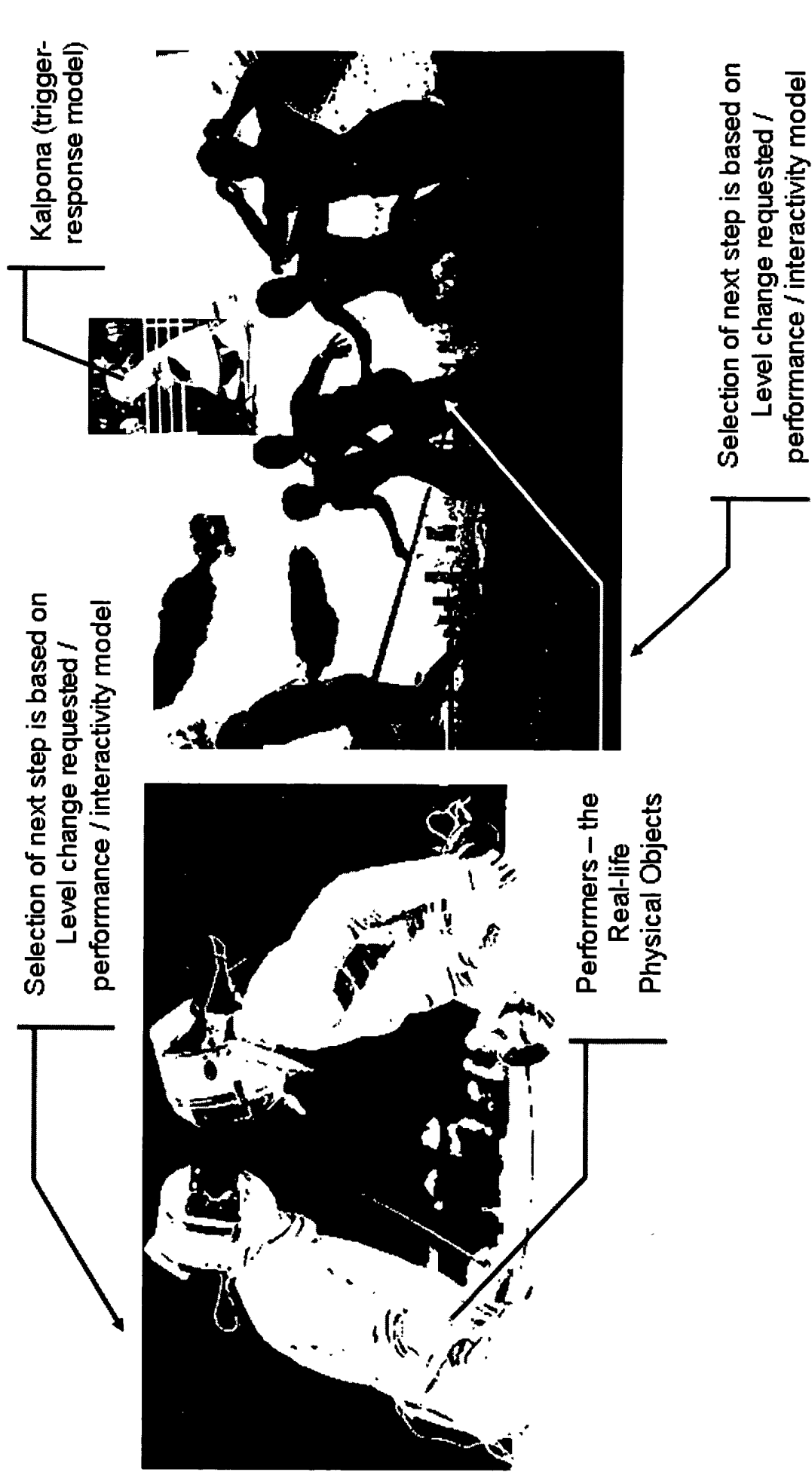
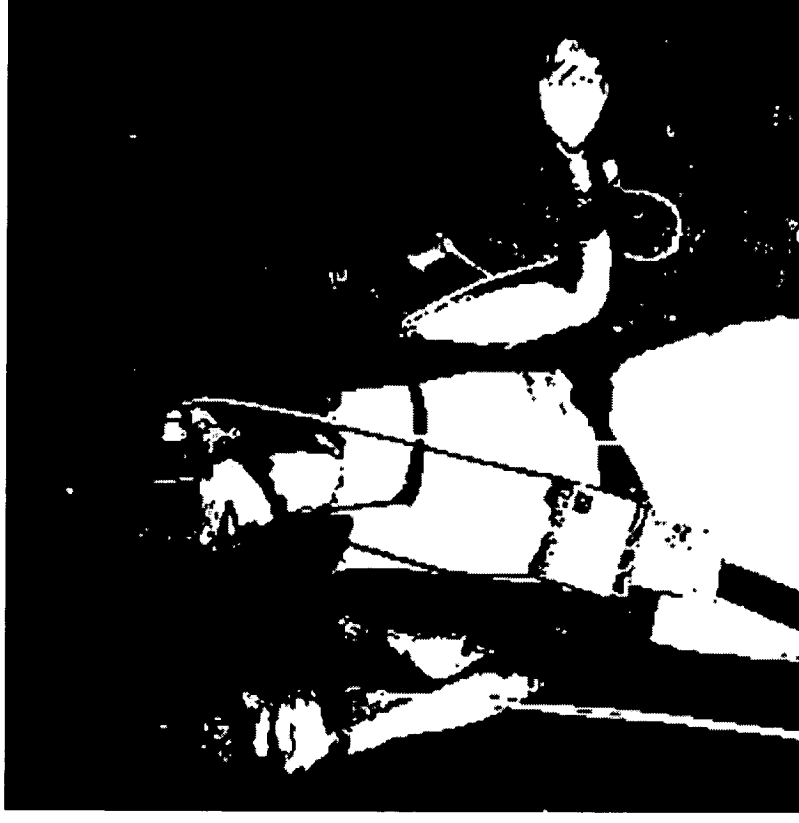


Figure 7: The performer with PDT and 3D glasses performing the activity. (SAMPLE PICTURE)



- The performer (physical object) is interactive and can become a very flexible camera.
- It is the visitor who decides in which of the scenes, he wants to enter, what perspective he wants to observe, if he wants to fly, to walk, to go up or down, to turn around in 360 degrees, to penetrate the image...



Best Available Copy